Technical:

Q: What value should I put in for DEV_MODULE_ID?
A: The ID is 121738472086675. You can find the model link [here](#).

Q: Can the egg be in motion?
A: The default egg spawning logic anchors the eggs in a static position.

You can use the HatchDevModule APIs yourself to do this.
The MeshPart is accessible in the EggData table returned by
HatchDevModule:GetEggForPlayer(player). The table contains a 'model' property pointing to
the MeshPart, which you can clone and place into the Workspace. This MeshPart has no
behavior tied to it.
Then call HatchDevModule:GrantEggToPlayerAsync(player) on the .Touched event.

Q: Can I turn off default egg spawning and tie this to an easy quest?
A: To disable default egg spawning, just remove the call to
HatchDevModule:EnableDefaultEggSpawning()
This means we won't automatically spawn any eggs.
Use HatchDevModule:SpawnEggForPlayerAtPositionAsync(player, position) to spawn an egg
manually.

**Q: If the portal teleports players to my starting place, can I teleport them within my
experience to a different special place where the egg hunt will be?**
A: Yes, it's fine to teleport to another subplace. You will just need to make sure you pass along
the HatchPayload as part of the TeleportData. Instructions on how to do this were provided in
the original [presentation](#) you got when you were invited to The Hatch.

Creative:

Q: Is there an Icon or Thumbnail overlay for this event?
A: No. Roblox has provided a [badge](#) for you to use here. Using this badge is suggested but not
required.

Q: Are we allowed to use custom egg models/textures?
A: No. The algorithm used to populate the egg is deterministic. Please do not use custom egg
models or textures.

**Q: Am I allowed to hide an array of buttons which when all pressed in sequence will
award the egg to the player?**
A: As mentioned before, you have flexibility on how you want to implement and hide the egg.

Other:

Q: Will Roblox verify my implementation is correct?
A: We will contact you if there is an issue with your experience after the event launches. Depending on the severity of the issue, we may have to remove you from the event until the necessary fixes are implemented.

Dev Module Changelog:

V2 (6/25/24 2:20 PM PT)
- Pushed update to fix race condition with local EggSpawner script:"Shared is not a valid member of Folder "ReplicatedStorage._TheHatch"
- Added .OnEggGranted event that can be listened to if you want to trigger in-game behavior when the player picks up an egg.
- Example usage:
  - HatchDevModule.OnEggGranted:Connect(function(player)
  -      print(player.Name .. " earned the egg")
  - end)